

Centauri Optine Battlecruiser (Upgraded)

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Def: 16
In Service: 2260	Turn Delay: 1 x Speed	Stb/Port Defense: 18
Point Value: 820	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor: 220	Pivot Cost: 4+4 Thrust	Extra Power: 0
Jump Delay: 20 turns	Roll Cost: 3+3 Thrust	Initiative Bonus: 0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 2 4 5 6 7 8 9 10 11 12	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	

WEAPON DATA	
Battle Laser	Class: Laser Modes: R, P Damage: 4d10+12 Range Penalty: -1 per 4 hexes Fire Control: +4/+3/-3 Intercept Rating: n/a Rate of Fire: 1 per 3 turns
Twin Array	Class: Particle Mode: Standard Damage: 1d10+4 Range Penalty: -2 per hex Fire Control: +4/+5/+6 Intercept Rating: -2 Rate of Fire: 2 per turn
Ballistic Torpedo	Class: Ballistic Mode: Standard Damage: 2d10 Range Penalty: None Max Range: 25 hexes Fire Control: +4/+3/+0 Intercept Rating: n/a Rate of Fire: 1 per turn <i>Special: Can hold up to six shots and fire them all at once or separately. See rules.</i>

FORWARD HITS
1-5: Retro Thrust
6-8: Battle Laser
9: Twin Array
10-11: Ballistic Torpedo
12-18: Forward Struct
19-20: PRIMARY Hit
SIDE HITS
1-4: Port/Stb Thrust
5-6: Battle Laser
7-8: Twin Array
9-18: Port/Stb Struct
19-20: PRIMARY Hit
AFT HITS
1-5: Main Thrust
6-8: Jump Drive
9-11: Twin Array
12-18: Aft Struct
19-20: PRIMARY Hit
PRIMARY HITS
1-10: Primary Struct
11-13: Sensors
14-16: Engine
17: Hangar
18-19: Reactor
20: C & C

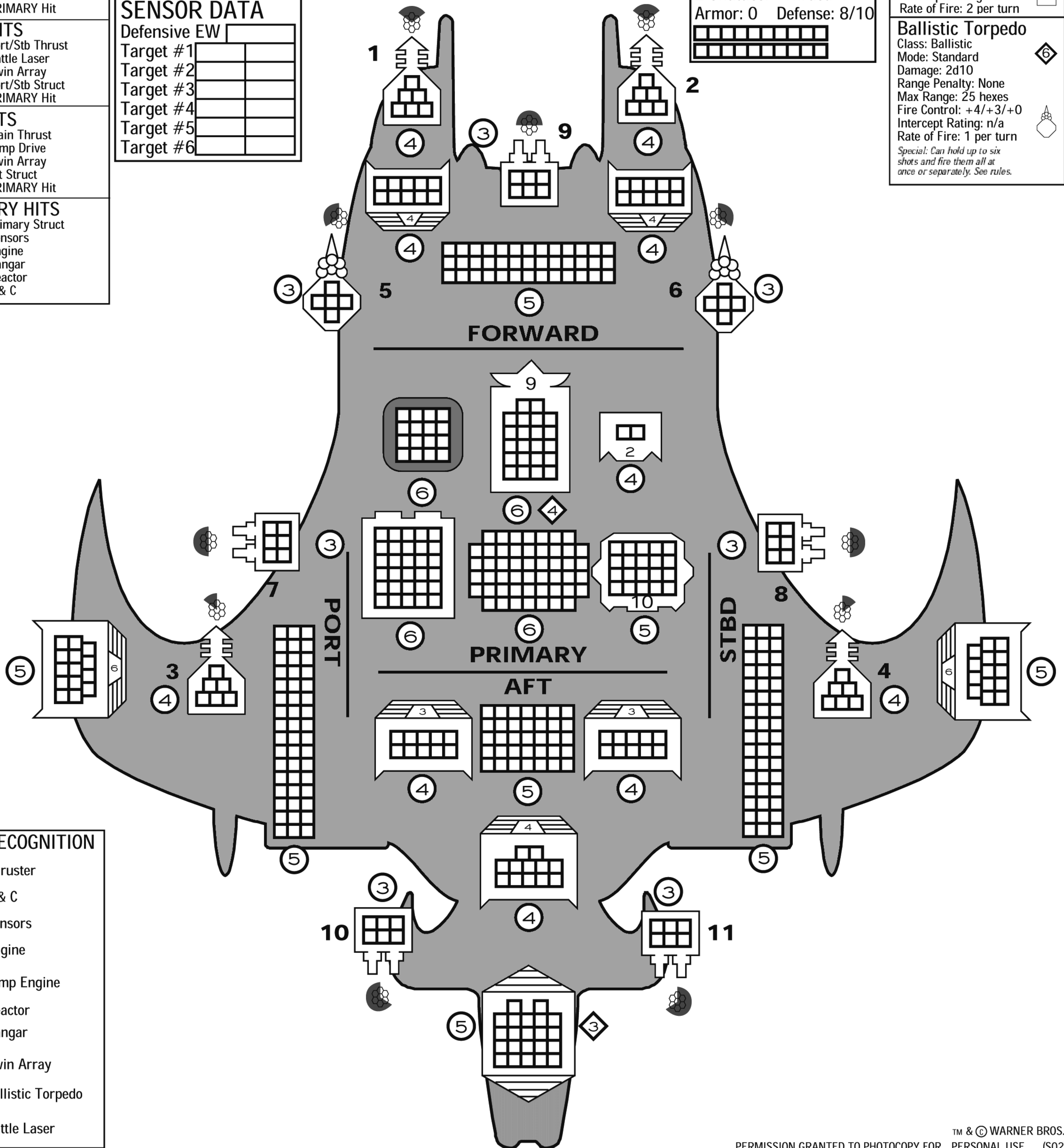
SPECIAL NOTES
Unreliable Ship:
Vulnerable to Criticals

SENSOR DATA

Defensive EW	Target #1	Target #2	Target #3	Target #4	Target #5	Target #6

HANGAR

0 Fighters
2 Shuttles: Thrust: 4
Armor: 0 Defense: 8/10



ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Twin Array
	Ballistic Torpedo
	Battle Laser